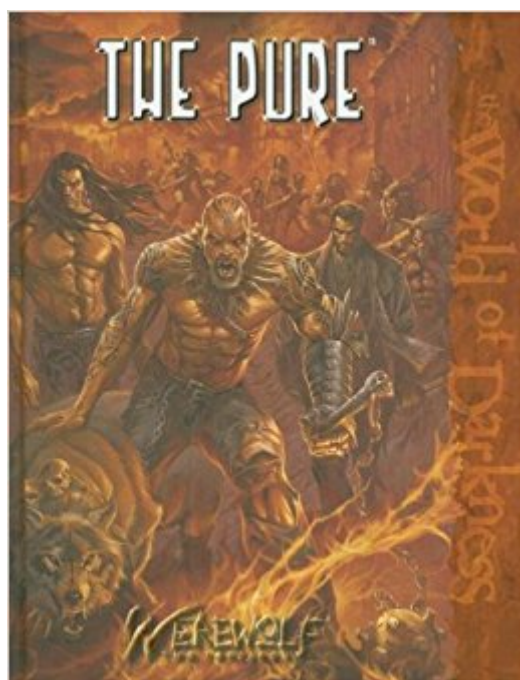


The book was found

Werewolf The Pure



Synopsis

Book by Demski-Bowden, Aaron, Kiley, James, McFarland, Matthew, Wendig, Chuck

Book Information

Series: Werewolf

Hardcover: 192 pages

Publisher: White Wolf Publishing (November 29, 2006)

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Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #2,602,392 in Books (See Top 100 in Books) #96 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #586 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

The Pure is a 192 page hardcover supplement for World of Darkness: The Forsaken, presenting the werewolf antagonists known as The Pure. As with most of the Whitewolf supplements the detail presented is staggering, and perhaps even a bit overwhelming at times. The book begins with a compelling narrative into the history of The Pure, of Father Wolf's betrayal by Mother Moon, and her creation of the Forsaken and of the Forsaken nearly driving the Pure into extinction. It is this preamble that sets up the Pure as a sympathetic antagonist, fighting to reclaim what they had, and growing in power. The complicated society of the Pure is explored along with the various clans. Their mating habits, various rites of passage and "becoming", oaths, secrets, and much more are explored in exhaustive detail. The second chapter deals entirely with the three tribes of the Pure, The Fire-Touched, The Ivory Claws, and the Predator Kings. In each tribe you'll find info about that tribes goals and mindset, tribal abilities, recruitment, combat and infiltration tactics, societal interaction, sample Pure characters, and Pure character types or classes for lack of a better term. The third chapter will be the most important to players as it deals with the rules of creation for Pure characters. Abilities are referred to as "Pure Gifts", and include a wide array of attack and defensive combat skills. In addition to these gifts are a host of ceremonial rites which can serve to increase abilities or grant other powers. The final chapter is for the Storyteller and includes

everything they need to know about developing and running a campaign with the Pure. These include about a dozen or so very detailed story hooks which can easily be dropped into any existing story.

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